BATHROOM OUTLETS BEDROOM OUTLETS KITCHEN OUTLETS STUDIO OUTLETS LIVING OUTLETS **EXTERIOR OUTLETS BATHROOM LIGHTS BEDROOM LIGHTS** KITCHEN LIGHTS STUDIO LIGHTS **EXTERIOR LIGHTS** HVAC - 3 MINISPLITS BATHROOM HRV FAUCET CONTROL SYSTEM TOILET SHADE MOTORS SHOWER WINDOW ACTUATORS IRRIGRATION PUMP WATER HEATER KITCHEN WASHER FAUCET DRYER DISHWASER CAR CHARGER OVEN FRIDGE IRRIGATION DISHWASHER GARBAGE DISPOSAL

SOLAR

48 PANELS (THIN FILM)
each MAX CAPATCIY -150W
-7kW per hour in max sunlight

APPROACH

to create a real-time eco-feedback system that uses the resident's interaction with energy as a driving dimension of the home's energy narrative

to define a narrative structure, through shifting measures of time (hours to seasons), we hope to maximize the notion of this application as growing and living with the resident

APPROACH

to create a real-time eco-feedback system that uses the resident's interaction with energy as a driving dimension of the home's energy narrative

AMBIENT

to define a narrative structure, through shifting measures of time (hours to seasons), we hope to maximize the notion of this application as growing and living with the resident REALTIME

PAST

GOALS

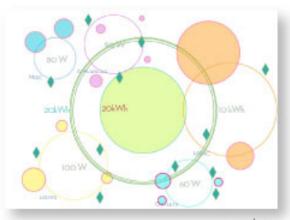
RESOURCES

VIEWS

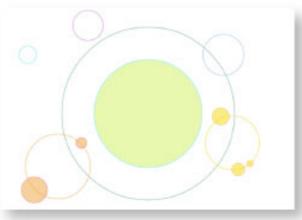
CONTROL

INFO

- give general sense of how one is doing in general in terms of over consumption
- --glancable sense of quanity for that day : where and what



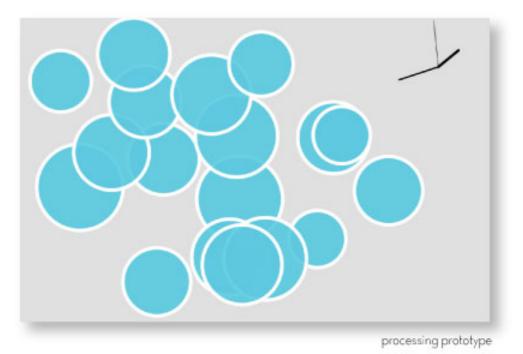
mackup



d3 prototype



- -negative vs positive space for indicating quantity of energy used for day thus far
- desaturation or hue shift for indicating whether the "circuit" ~ "circle" has gone near or below the baseline goal/avg. usage for the category



REALTIME

PAST

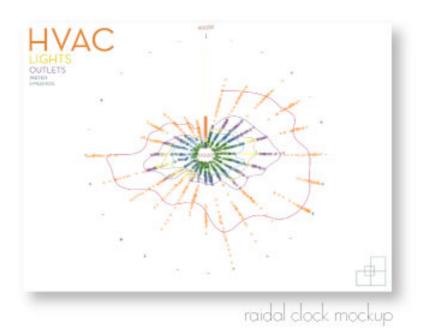
GOALS

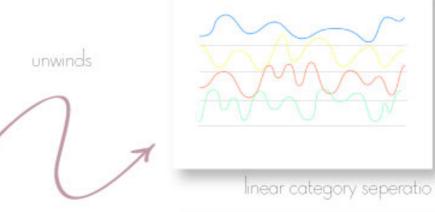
RESOURCES

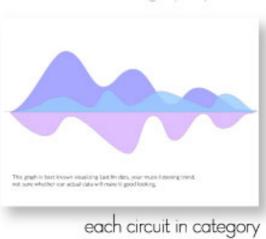
CONTROL

INFO

- illustrate their behavior in relation to time at circuit granularity
- --respond to events
- ---tie exploration of energy visualization closely to setting goals as informed by current day
- ----provide different ways to view the same visualization (maybe linear and radial)
- ----use brushing and linking to drill down
- -----possibly provide "overlays"







AMBIENT

REALTIME

PAST

GOALS

RESOURCES

CONTROL

INFO

NAVIGATION SCHEMES

